

MFF 2017 • SONIC FORCES • RETRO FURRY

FURRY TIMES

THE NEWSLETTER FOR SOUTH AFRICAN FURS



CONFUZZLED
MOST EXCELLENT ADVENTURE
CONFUZZLED 2017 IN PICTURES



ISSUE 2 - APR - JUL 2018

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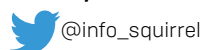
FURRY TIMES™

THE NEWSLETTER FOR SOUTH AFRICAN FURS

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ON THE
COVER

IN THIS ISSUE

rAge 2017 7
IRONWOLF TEMPEST GIVES US A TASTE OF WHAT HAPPENED

IN MEMORIAM 10
A MEMORIAL TO OUR LATE FRIEND SEV

MIDWEST FURFEST 2017 12
TRACE WRITES ABOUT THIS AWESOME US CONFERENCE

USING LEDS TO ILLUMINATE FURSUTS 16
VALUABLE INFORMATION ABOUT HOW TO DO THIS SAFELY

THE TRADITION OF SKETCHBOOK TRADING 20
A TRADITION GOING BACK TO THE EARLY DAYS OF THE FANDOM

FURRY DOCUMENTARY REVIEWS 22
THREE RECENT FURRY DOCUMENTARIES REVIEWED

CONFUZZLED '17 IN PICTURES 27
AWESOME COVERAGE OF THIS MILESTONE EVENT

REGULARS

FEATURED ARTIST 8
IN THIS ISSUE WE FEATURE THE ART OF ARTYLOOP

FURRY HUMOUR 26
BRUTALLIS IS ALWAYS QUICK WITH A JOKE

GAME REVIEW - SONIC FORCES 32
A LOOK AT THE BLUE HEDGEHOG'S LATEST ADVENTURE

EVENTS 4
CALENDAR OF FURRY CONS FOR THE NEXT 3 MONTHS

RETRO FURRY 30
GOING BACK TO EARLY DAYS OF THE FANDOM



NICK WILDE, JUDY HOPPS © DISNEY/PIXAR
ART BY ARTYLOOP THE WOLF



FRONT COVER FUR

Put your paws together for Iron-
wolf Tempest from Gauteng



© IRONWOLF TEMPEST

SEV MEMORIAL



© NOWANDLATER

EVENTS

MARCH THRU JULY 2018

NORDICFUZZCON 2018	28 FEB - MAR 4 2018	UPPLANDS VASBY, SWEDEN
FURRY WEEKEND ATLANTA	5 - 8 APRIL 2018	ATLANTA, GEORGIA USA
FURRY WEEKEND HOLLAND	13 - 16 APRIL 2018	BAARLO, NETHERLANDS
FUR THE MORE 2018	20 - 22 APRIL 2018	TYSONS, VANCOUVER
FURNION 2018	20 - 22 APRIL 2018	MADRID, SPAIN
BIGGEST LITTE FUR CON '18	10 - 13 MAY 2018	RENO, NEVADA, USA
FURRYPINAS 2018	19 - 20 MAY 2018	MANILA, PHILIPPINES
ANTHROHIO 2018	24 - 27 MAY 2018	COLUMBUS, OHIO, USA
CONFUZZLED 2018	25 - 29 MAY 2018	BIRMINGHAM, UK
CALIFUR 2018	1 - 3 JUNE 2018	POMONA, CALIFORNIA, USA
FUR-EH! 2018	14 - 17 JUNE 2018	EDMONTON, ALBERTA, CANADA
DUTCH FURCON 2018	29 JUNE - 4 JULY 2018	SOMEREN, NETHERLANDS
ANTHROCON 2018	5 - 8 JULY 2018	PITTSBURGH, PA, USA
LAKE SIDEFURS 2018	14 - 21 JULY 2018	FAAK AM SEE, AUSTRIA
CONNECTICON 2018	12 - 15 JULY 2018	HARTFORD, CT, USA
SOUTH AFRI-FUR	13 - 16 JULY 2018	CULINAN, GAUTENG, SOUTH AFRICA
ITTY BITTY FURCON	21 - 22 JULY 2018	MESA, ARIZONA, USA



Fur The More 2018

Fantasy in the Sakura Forest | April 20 - 22, 2018



FURRNION 11

Chivalry Tails



FurryPinas 2018



This probably comes as quite the surprise, just when you thought this project was well and truly dead, it rises from the ashes and shows itself once more. "Amazing" is likely one of the thoughts going through your mind. But then you might have the same question that's been on everyone's minds; something along the lines of: "what the heck happened?" Well, it's a long story, and one that needs no repeating here. But rest assured, dear reader, this trip of ours is far from over.

A slight change of course

As was correctly pointed out a long time ago by Valerion and Rakuen over on the ZAFur forum, there's not enough happening in the local furry scene to justify a monthly or even bi-monthly publication. Therefore, we have decided that this should be a quarterly for now, until things pick up (as we hope they do). We have also decided to widen the breadth of content you can expect in what essentially amounts to a newsletter. The previous (first) issue sought to focus on events principally, and that is where we discovered that there's not enough going on in South Africa to fill the pages of a monthly magazine. BUT, that could change.

To address the content issue, we have decided to embark on an ambitious step, to widen our berth and cover not only some international conferences (where we could) but to also attempt to address some shortcomings in the local fandom. We do not have a lot of fursuiters in SA, and we have no real idea why. Therefore we're going to attempt to improve that, one magazine issue at a time, by providing prospective furries with the support and knowledge they need to make informed decisions. In other words, this is going to be more than just a news publication with pretty pictures- we aim to cover some useful lifestyle info and do what we planned to do with another project that didn't unfortunately make it. We aim to showcase knowledge of how to actually make fursuits, how to do art... in short, how to do pretty much anything furry

Content Line-up

As mentioned, we plan to cater to everything; with news about events overseas, local gatherings and happenings as well as useful life hacks, information about arts, crafts and working with materials, making and baking- in short, anything and everything that happens outside and in the community at large. We are planning to bring a lot more art into our pages as we go along so that we're not just a wordy newsletter, but we look the part too. We are also open to submissions. This includes fiction, so if you are inclined to, dear reader, please sharpen your pencil and write to us.

Publication Frequency

As most of us furries run with full time careers, and because for most of us this is a hobby, we have decided we should have enough coverage in the newsletter to run in quarters. That means four issues a year for now (and we say "for now", because things could change in the future) should be sufficient. This should allow the editorial team to cope with getting the issues nicely assembled and together, and moreover, to write decent articles. It also means that in the second issue of each year we will likely

FROM THE EDITORIAL TEAM



PHOTO: IRONWOLF TEMPEST @ RAGE 2017

run with coverage of the South-Afri-Fur convention, which could likely be the annual bumper edition. We will see how things go, but rest assured we will continue to give this our best shot, this time around and in issues to come.

Without any further ado, onward to issue two, Q1 2018 of Furry Times. Enjoy!

EDITORIAL TEAM

ArtyLoop	@ArtyLoop1
Ivic Wulfe	@Ivic_Wulfe
Trace	



IRONWOLF TEMPEST

rAge
expo
COMPUTERS | GAMING | TECHNOLOGY

REPORTS ON RAGE '17

ALL PHOTOGRAPHY © IRONWOLF TEMPEST

RAge, the premier gaming expo held in South Africa annually, is certainly no stranger to related fandoms loosely connected to gaming. Back in 2003, they were crucial in bringing anime to the mass consciousness, with the inclusion of the then small and growing anime fandom. In recent years, a new fandom has begun to surface in attendance at rAge, and yes, it's us furies.

We caught up recently with IronWolf Tempest and he had this to say about his experience at rAge '17:

I had been out in fursuit before, earlier at GeekFest 2017, and even at that initial event with a small crowd, the response was very positive. However with the rAge Expo, which is a much bigger venue and a much bigger crowd, I was not sure what to expect initially.

To my surprise, the people loved the suit and everything about it. A lot of people wanted a photo-op with me, young and old, pretty much all ages. A few folks recognized me from GeekFest and it's awesome to know my fursona made an impact at that event already.

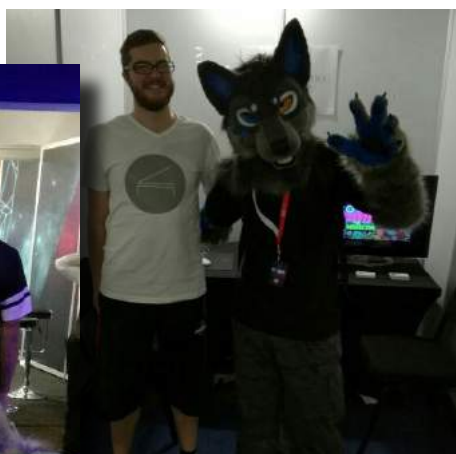


“

I made a lot of new friends at the event, and in all, this motivates me to attend other cons and expos in the future, just having a blast as IronWolf Tempest.

I had the opportunity to be part of the cosplay parade at the event, and to my astonishment the crowd even cheered me on. It was an amazing event and I had a ton of fun.

I made a lot of new friends at the event, and in all, this motivates me to attend other cons and expos in the future, just having a blast as IronWolf Tempest.



It is very apparent that the response to the furry fandom from the general public is encouraging. Let's see what 2018 holds! We will dutifully report on GeekFest '18 and rAge '18. Watch this space. 🐾

Judy Hopps

Drawn by observing the
Disney Infinity action
toy in hand

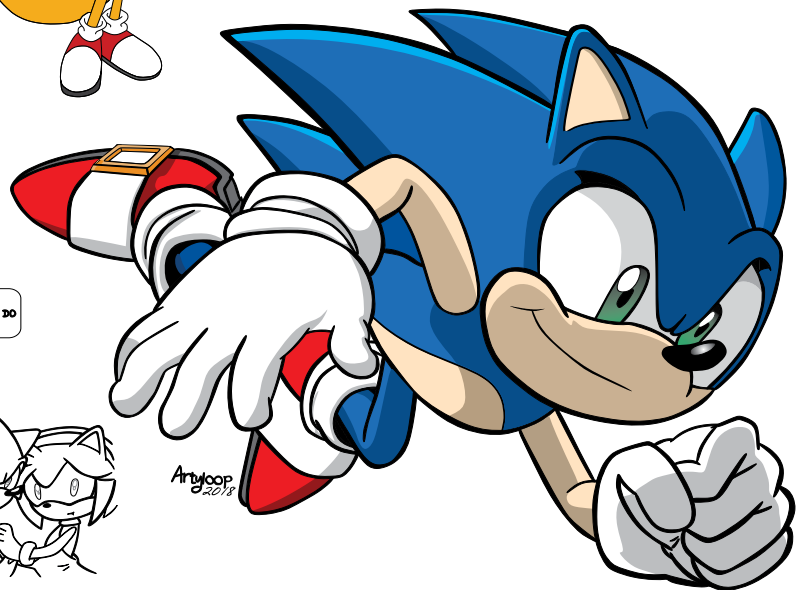


Nick Wilde

Drawn from a
pose in another
artwork
done by
WJS.



SONIC
THE HEDGEHOG



ArtyLoop

FEATURED ARTIST

IN EVERY ISSUE
WE FEATURE AN UPCOMING
FURRY ARTIST AND THEIR WORK
FOR ALL TO ENJOY

 [artyloop.deviantart.com](https://www.deviantart.com/artloop)

Sonic The Hedgehog

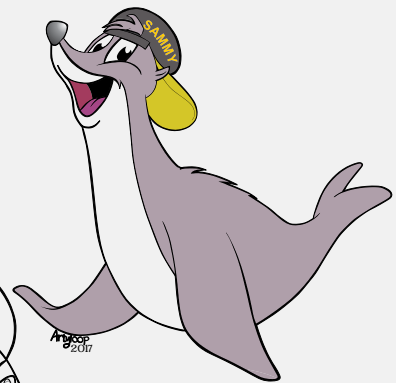
As one of the biggest Sonic
fans in the world, it is sort of
expected that these artworks
are done frequently...

FACT SHEET

Fursona Name: ArtyLoop
Species: Grey Wolf
Age: 42
Tools of the trade: Corel Draw
Derwent Pencils, SAI
Medium: Digital & Traditional
Inspired by: Jay Naylor
Yuji Uekawa
Makoto Shinkai
Electrocat
Carrot
Sammy Stowes
SmsSkullLeader
Animew



Trace's
fursona, redrawn in vector

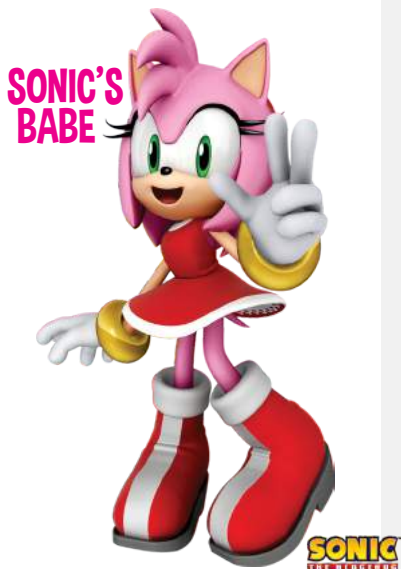


The Jay Naylor Style

A fun exercise with one of the Original Life characters...



Other Characters and 'sonas
This is an excerpt of a NSFW art-work, of Animew, taken from traditional media.



IN MEMORIAM...



Sev... I didn't really know you all that long... but you were one of the furs I most wanted to get to meet in person. You were taken far too soon... but you went out on your bike, doing that thing you loved so much. For a bit you called me "best doggo". I never got to tell you how awesome that nickname made me feel. I miss you already, Snep.



Sev brought me into this community when I met him through a friend in high school. I didn't know about the fandom before then. I can't imagine how his family is feeling now. Rest in peace, Sev.



Sev, thank you for the times we managed to be able to talk about things. I'm sorry I never truly got to get to know you. I respected you and I enjoyed the times we really got to talk. I regret not being able to do it more.



Although we had our differences at times, he will always remain an awesome guy at heart... We shared our bike interests and spoke about them as if it was the only topic we knew, haha. You will be remembered. Rest in peace Sev.



© SURLYBADGER



© ELECTROPAW ARTWORKS [ELECTROCAT]



Sev... Wo bist du gegangen, meiner geliebter Freund?

Gestern haben wir zusammen gelachen. Gestern geweinten wir zusammen. Aber heute aufwache ich, und du bist nicht hier.

Und jetzt nur der Klang meiner Weinen bleibt; meines Lachen habt mit dir gesterbt.

Sev... Where did you go, my beloved friend?

Yesterday we were laughing together. Yesterday we were crying together. But today I wake up, and you are no longer here. And now the sound of my crying remains; my laughter has died with you.

Sev and I would talk in German - it was one of the languages he was learning. If I could talk to his ghost, in the spirit of our old conversations, I would have said that. And no doubt, he would have understood. Once, I saw him staying up very late, and messaged him on Telegram to find out what was going on. Was he sick? Was he suffering from insomnia? Was something troubling him?

No...

He was just learning German on DuoLingo. And he was very proud of the 383-day streak he had amassed. :P

One of the traits I admired about Sev was his intelligence and knowledge. Despite being a mechanical engineering student, I would be the one receiving lessons from Sev as he talked about the intricate workings of super-bikes.

Part of me wishes I could have - in those split few milliseconds as he passed from this world - frozen time and talked with him one final time to bid him goodbye; to thank him for the memories he would be leaving behind.

And to remind him that he was loved, and that he would be missed. But the truth is, all that we as his friends did for him - the jokes, the teasing, the playing, the laughing - already did that to him for us. It showed him we cared, and he passed with that knowledge. He knew there were people who loved him, and if he were still here, he would have no doubt that we still do.

I love you, buddy. As do the others. Your story might be complete, but it is by no means forgotten; because whenever I am feeling down, I'll open it, and remember the snow leopard who would pester me until the unholy hours of the morning. Who would be one of the very few who would openly laugh at my puns (whether that means you were utterly insane or had very low standards for humour, who knows? :D). Who would describe to me down to the very finest detail the thrill and speed of his daily commutes, doing the thing he loved most: riding. I guess I never got to be your pillion, and you never gave me the ride you promised. But, hey. ... If there is someplace beyond this universe, I hope we can meet up and do it there in due time. Let's just remember to find a big enough outfit for me, alright?

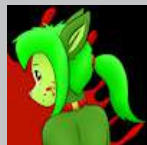
Auf Wiedersehen, meiner Freund. When my own story comes to an end, I hope it gets shelved next to yours.



I wish we could still talk once in a while. I would ask him how he is doing, and let him know we're okay.



May You Ride in Peace Sev



I'm somewhere between being really REALLY sad and being incredibly pissed off! I'm going to miss that snep.



The Sev I knew was endearingly quirky. He had absolutely no regard for social norms, and challenged everything that didn't make sense to him. When we first met here on ZAFur, we instantly disliked each other; of course it turned out we were both equally terrible at communication, because we had so much in common that talking to him often felt like an acted-out version of an inner monologue. I've never met anyone more annoyingly similar to myself.

I'm devastated to have lost such a caring friend and confidant. I miss his offbeat sense of humour, infuriating mannerisms, and unique charm.

MIDWEST FURFEST '17 A REAL TREAT! A LITTLE TASTE OF A REAL ANTHRO WORLD.

I WAS FORTUNATE ENOUGH TO GO WITH MY SIGNIFICANT OTHER to Midwest Furfest 2017, held in Rosemont, Illinois, just outside of Chicago. It turned out to be the largest furry convention ever held, with about 8700 attendees. I don't think that we quite knew what we were getting ourselves into, but I'd say it turned out to be an even better experience than either of us thought it would be.



TRACE

is a random American wolfdog who happened upon the SA fandom and has stuck around since. He enjoys making scribbles and throwing words together to see what sticks.



Above:

Fursuiters gathered for a game panel

Right:

Some of the most colourful fursuits at the con. As one would expect, sheer eye-candy!



Far Right:

1. The esteemed hosts of "Whose Lion is it Anyway?"
2. A snapshot of the "fursuit menagerie"
3. A view of a hotel window from outside "OwO"

It's hard to convey what it was like just to walk through the halls of the hotel and convention center and see fursuiters everywhere, or to notice furs walking the streets of Rosemont. It was rather odd, knowing that there were so many others nearby who shared our interest in the furry fandom, and were just as excited as we were to celebrate it.

This was not the first time that MFF had been held here. The convention seems to be well-known by the locals, and seems to maintain a very good reputation. Checking into our hotel, we were asked by the staff if we were excited for it. Our room key cards were customised for the convention, with art done by one of the guests of honor.

During our time there, we were asked a few times by various people in the area about the convention. Getting dinner the night before the convention started, our waitress asked us: "Are you here for the convention?" When we replied that we were, she said "It's that furry thing, right?" We noticed





other furs eating in the room with us as we dug into Chicago deep dish pizza.

Another night, we were asked about our characters by a staff person at a restaurant in the mall. I didn't really know what to say, so I just showed her my con badge, which read "Trace". She expressed how much she enjoyed finding out about the characters of everyone from the convention who came through.

As for the convention itself... the staff did an incredible job, especially given the unprecedented and unexpectedly large number of attendees. Even with difficulties with the registration system and far more furs present than anyone anticipated, it seemed like everyone had a great time. The extreme length of the registration line ended up becoming a good-natured recurring joke for the rest of the convention.

The convention started on Thursday, but didn't really get going until Friday morning. We attended opening ceremonies, where it was clear that all of the convention staff were extremely excited for everything happening over the weekend. The majority of the programming took place in the Hyatt Regency hotel, but this year the convention had also expanded into the Donald E. Stephens Convention Center nearby, allowing for a much larger dealers' den and artists' alley. Everyone seemed very excited about the addition, especially the staff.

The programming was incredible. There were some wonderful panels and events, including an incredibly fun take on the show *Whose Line is it Anyway?*; pun-tastically titled *Whose Lion is it Anyway?*; featuring

improvisational comedy acting games. This took place over two events, one with primarily audience members participating and the other with special guest hosts.

Another panel we went to was a sketchbook swap, where I dropped my sketchbook off to have strangers draw in it while I scribbled in their sketchbooks. It was wonderful just browsing through the art in some of their books, and the drawings I received in my sketchbook were all wonderful.

We also went to some incredible panels on writing, hosted by professional writers within the furry fandom, including Kyell Gold and Tempe O'Kun. At one of the panels Tempe O'Kun was hosting, he actually mentioned the SA fandom. He mentioned that he had been on the South Afrifur Pawdcast, and expressed how much he had enjoyed it. And of course, there were plenty of opportunities to take pictures of fursuits.

Between the fursuit menagerie, where furs were grouped up for pictures, and just wandering the halls, there were many chances to see and photograph some incredible suits. One thing I was struck by for the entire convention was the sheer amount of creativity on display. Between seeing fursuits everywhere, browsing through the dealers' room and artists' alley and being fortunate enough to have strangers draw in my sketchbook, it was awesome to see so much art and skill centered around the fandom. It was also incredible to get to meet some of our favourite writers and webcomic artists. They were all really cool people, and it was inspiring just to get to interact with them a bit.

We were also able to attend two of the dances that were held over several nights, though we didn't stay for very long at either. Both times, it was like a giant, fuzzy rave, with flashing lights, glowsticks, and fursuiters all around.

Overall it was an absolutely amazing experience, and we are both hoping to be able to attend next year. But even with all of the outstanding events and panels, I have to say that one of my favourite things was the general convention atmosphere. It was incredible to just walk around, seeing gorgeous fursuits everywhere, including those of characters I recognized, like Telephone and Mosfet.

Seeing fursuiters interacting with other suiters and with non-suiters was a real treat. It felt like a little taste of what an anthro world could be like. 🐾



Images:

1. One of several night time dances
2. The specially themed soda fountain
3. A part of the dreaded registration queue
- 4 , 6. Various fursuiters around the con
5. Small canine performance outside vendor's room



USING LEDs TO ILLUMINATE YOUR FURSUIT

These days it is possible to find an LED (light emitting diode) in any shape, colour and size. This makes them a very good choice as light sources in fursuits and costumes. Whilst inexpensive and low power, it's not a simple case of connecting these directly to a battery pack. We will show you how to use these devices safely, for maximum LED life and lowest power consumption, which are all critical factors to consider when using them in your fursuit.

Safe operation of Light Emitting Diodes

Firstly, as these devices are diodes, current only flows in one direction. Because of this, they need to be correctly connected to a battery pack with respect to polarity. The anode is always the positive (+) end, and the cathode is correspondingly the negative (-) end. The handy drawing below shows how to identify the anode and cathode leads of virtually any LED you might encounter.

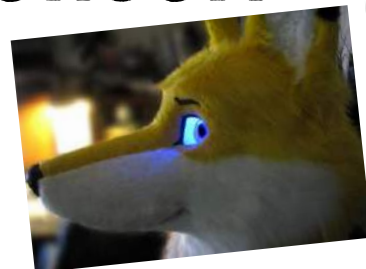
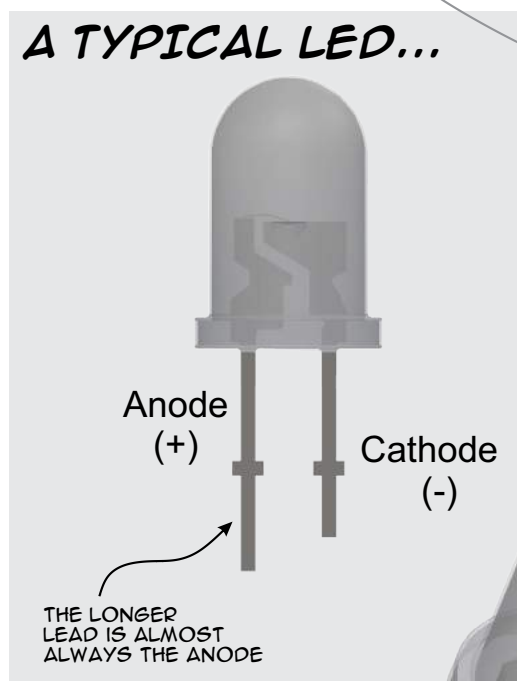


PHOTO CREDIT © LIGHTNINGTHEFOX7

A TYPICAL LED...



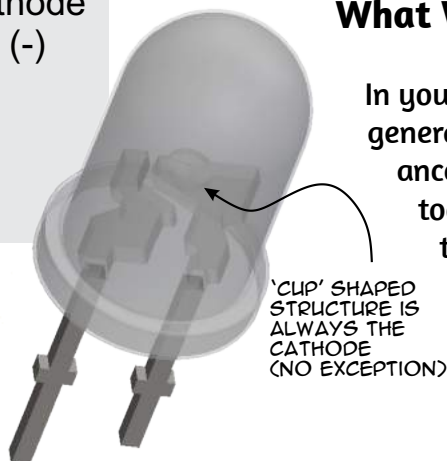
Secondly, an LED is a current driven device. Voltage is not as much of an issue here, but current is, and current limiting is required to safely use any LED. We use **resistors** to achieve this. Without a resistor, an LED will likely go up in smoke (and the odour of a burnt-out LED is not something easily forgotten or easy to remove from fabrics). A resistor is ALWAYS connected in series with an LED and a power source. Without having to resort to mathematical formulae, we have put together a handy guide of optimized resistor values for given battery pack voltages.

What Wire?

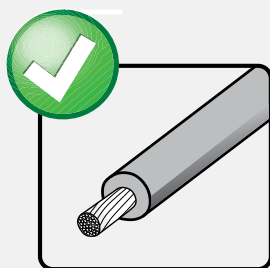
In your typical hardware store, you will generally find wire suited to home appliances. While this will work, it's often too bulky and thick. A better option is the alarm wire that is used for alarm systems. What you want to do is to buy a few metres of multi-core cable from any alarm equipment or security store, and remove the outer sheath to get the solid, multi-coloured cores within. Now, there



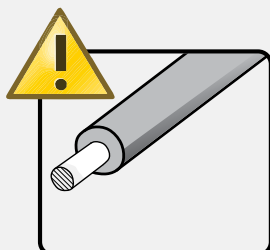
MANY DIFFERENT SHAPES AND COLOURS AVAILABLE BUT THEY ALL OPERATE THE SAME WAY



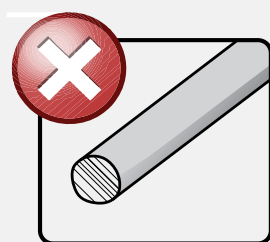
is of course a catch: if the wires pass through a place that frequently flexes (i.e. an arm-to-body joint on a fursuit), these wires will eventually snap. For this reason, it is always preferable to use stranded electronics wire, which can be obtained from an electronics or reputable electrical equipment supplier (see list at the end of the article). This wire is typically available in a core area of 0.25mm², and is very flexible. It is also available in a wide range of colours.



Stranded Wire - BEST



Solid Core - OK but prone to breakage (see text)



Solid binding wire - DO NOT USE

What Battery?

This is a very frequently asked question. As a general rule of thumb, you need at least 3 volts, as the LED needs that potential difference to ensure conduction takes place in the semiconductor crystal lattice. Therefore I normally say that

one should begin at 3.6V. This voltage is a typical voltage provided by Li-ion battery packs, which are lightweight and very powerful. The trouble is that, unless a proper (certified) charger is available for the battery you use, a Li-ion polymer battery is a very dangerous item, one that could potentially burn

you, or cause catastrophic damage to life and property. Short-circuiting these batteries is a similar hazard. Therefore, unless you're using the services of a qualified electronic engineer we recommend you use off-the-shelf alkaline or dry cells with a battery box. We are aware the dry cells are bulkier and heavier

but we value your personal safety more than anything. We don't want to see furs catch alight.

For LEDs, I usually recommend using a pack of four D-cells, giving a voltage of 6 V DC. You can of course, depending on your situation, even use a 12V lead-acid gel battery (if you can handle the weight and your suit has the space), but I think for most applications we will see folks using the torch cells.

RESISTORS

THE VALUE IS REPRESENTED IN COLOURED BANDS ON THE DEVICE

A 1/4 WATT RESISTOR IS GOOD FOR MOST PURPOSES!

T = TOLERANCE BAND (USUALLY PRINTED ON THE OUTER RIM)

COLOUR CODING (1ST AND 2ND)

Colour	Digit
Black	0
Brown	1
Red	2
Orange	3
Yellow	4
Green	5
Blue	6
Purple	7
Gray	8
White	9

COLOUR CODING (3RD)

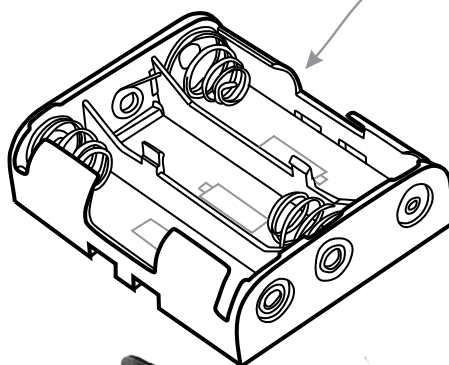
Colour	Multiplier
Black	x1
Brown	x10
Red	x100
Orange	x1000
Yellow	x10,000
Green	x100,000

HOW TO WORK OUT THE VALUE (USING THE COLOURS OF OUR SAMPLE)

1 st	2 nd	3 rd (MULTIPLIER)	Calc	Value
Brown = 1	Black = 0	Orange = x1000	10 x 1000	10,000 ohms

Common values for given battery voltage

Battery Voltage	Resistor Value	Colour code
3V	47 ohms	Yellow, Purple, Black
6V	120 ohms	Brown, Red, Brown
9V	220 ohms	Red, Red, Brown
12V	470 ohms	Yellow, Purple, Brown



BATTERY BOX

AVAILABLE IN VARIOUS SIZES AND CONFIGURATIONS

Torch cells are somewhat bulkier than pen cells. The size has to do with capacity. What you need to do is decide how many LEDs you want to run from a given battery pack, and scale that accordingly to your needs. The advantage of using cells is that they can be replaced with rechargeable cells of the

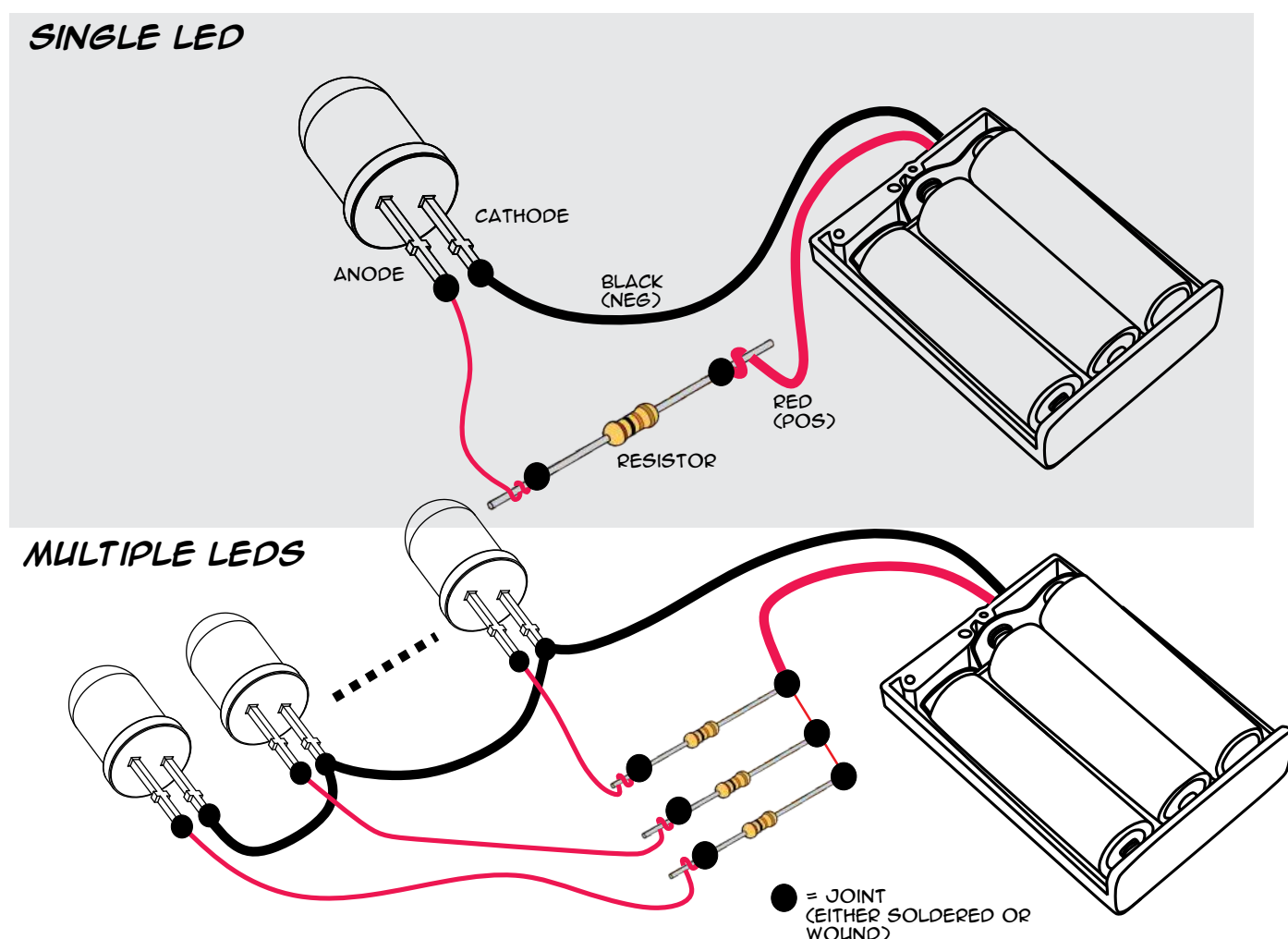
same size, and this will then cut down on the cost of having to purchase cells all the time. The table gives you a rough idea of how long one LED will run from a given battery size. Of course with multiples, this is divided accordingly.

TABLE- SINGLE LED vs CELL SIZE

AAA	8 hours
AA	2 days
C	1 week
D	2 1/2 weeks

Connecting the LED to the battery

To make the LED work and emit light, the LED, and accompanying resistor, is connected to the battery as shown. The resistor can be close to the LED, or close to the battery, as long as the wires between are not too thin and not too long.



Connecting more than one LED

In most every case it is desirable to use more than one LED, and this then becomes a question of how many versus how big the capacity of the battery pack. More LEDs to power means less battery life. A compromise point has to be reached. Generally I recommend each LED has its own resistor and each LED (with resistor) is connected in parallel to the battery box. "Why not in series?" you might ask. Well the reason is that each LED in series means the voltage across the entire string begins to increase as you add each LED. Eventually you will need as high as 15-20V to get the LEDs to light up, and I am sure that you don't want to carry that many batteries in your tail.

Conclusion

With the sheer proliferation of LED types out there, it's a very practical proposition to use them in fursuits and costumes. This article hopes to give you enough information to begin using them easily, and most of all, to have fun.

Appendix: Suppliers of LEDs, resistors, battery boxes and suitable wire (All are enabled for e-commerce and ship to anywhere in the Republic)

Gauteng

Communica: 53 Landmarks Ave, Samrand, Centurion, 0157 (012 657 3500) communica.co.za

Mantech: 32 Laub Str, New Centre, Johannesburg, 2000 (011 493 9307) www.mantech.co.za

Kwazulu-Natal

DIY Electronics: Unit 6, Northmead Industrial Park, 10 Moreland Drive, RedHill, Durban (031 313 4701) www.diyelectronics.co.za

Western Cape

Yebo Electronics: 50 Washington Str, Boston, Bellville 7530 (021 949 1999) www.fort777.co.za

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THE TRADITION OF SKETCHBOOK TRADING

One thing that I got to experience for the first time at MFF was the practice of sketchbook trading.

Sketchbook swapping is a custom that I was unfamiliar with until recently. From what I have been told about it, it has been a part of the furry fandom from its early days. In my understanding, in the very early days of the fandom (and the internet), when furs were first starting to meet up for conventions and meets, fursuits were much more rare and less developed than they were today.

Many of the practices that are common at conventions now; such as fursuiting, commissions, and badges; had not yet been fully established. Because of this, when people wanted to show each other their furry characters, they had to bring their sketchbooks with their own drawings of their characters in them. When gathered together, artists would offer to draw each other's characters or to do other drawings for each other, and would trade sketchbooks to do so.

This practice became common and popular enough that an etiquette was even built around it.

Usually art would be given as a trade, either for money, or for artwork. (<http://home.kendra.com/mauser/sketchbook.html>)

As time went on, sketchbook swapping began to fall out of practice, as the fandom grew and developed in other ways. However, it does continue at conventions even today, and may even be making a resurgence.

At MFF, I went to a room where a timeslot had been devoted to a sketchbook swap. Everyone participating set their sketchbooks down at the front of the room, then grabbed someone else's sketchbook to draw in. When their drawing was complete, they dropped off the sketchbook and then grabbed another to draw in, continuing to swap books as long as they wanted to, until they got their own books back.

I was fortunate to get some wonderful drawings in exchange for my scribbles, and got to look at the work of some incredibly talented artists. I would say that it was one of

the highlights of the convention for me, and I am looking forward to getting a chance to do something similar again in the future.



What are your views?

Write to us at info@furrytimes.co.za and give us your input on this tradition. Perhaps you have some stories to tell (particularly if you're a greymuzzle). We would love to hear from you!



TRACE attended MFF 2017 and discovered this rather undocumented yet fascinating tradition among artists and creatives that takes place.

ORIGINAL

Each page is often what we would call a "scrap" i.e. a rough sketch



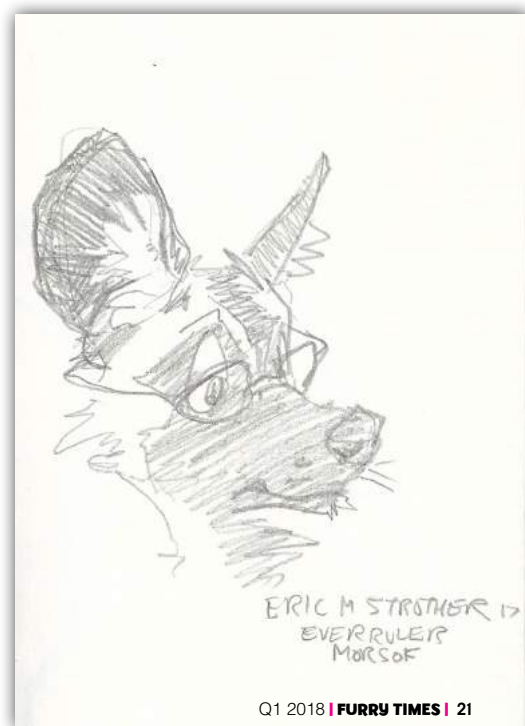
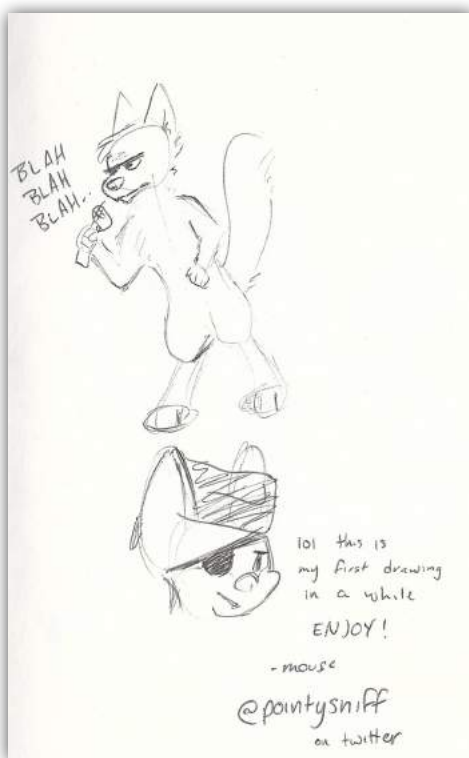
RIGHT-

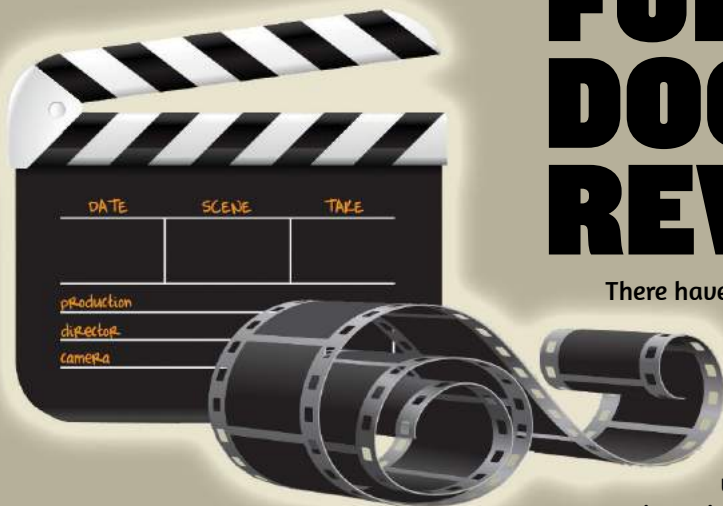
The actual sketchbook

FAR RIGHT-

The contents of the sketchbook







FURRY DOCUMENTARY REVIEWS

There have been several short films, or more accurately, documentary-style programmes about the fandom recently; and, as I would discover, going back a number of years. Normally my first thought about this would be "Great, someone's putting effort in to improve the image of the fandom". But of course reality is rather imperfect, and most folks tend to disagree about the viewpoints put forth in the documentaries. So I, with my enquiring mind, decided to have a good look through them and see what I could get out of them, and to give you my thoughts on them.

Reviews by ArtyLoop
with Ivic Wulfe

FAST FACTS

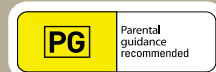
⇒ Many influential people in the fandom were interviewed, providing a "who's who" of Anthrocon's management team, including Dr. Sam Conway, better known as 'Uncle Kage'

⇒ The first time that Sonic the Hedgehog is acknowledged as a "gateway" to the fandom



FURRIES - AN INSIDE LOOK

Looking inwards, at Midwest FurFest 2010 by Curt "niteskunk" Perhson



Release Date: 11 April 2011

Directed by: Curt Pehrson

Featuring:

Uncle Kage

Daisuke

Matt Davis

LeoAngelo

Bryan Manternach

Douglas Muth

Thibby

Running Time: 36:57

Availability:

<https://vimeo.com/17995012>

THIS IS A STANDARD

documentary (aside from the Pink Floyd-esque opening music used), filmed during proceedings at Midwest Furfest 2010. The programme starts with a brief introduction of the fandom, and then proceeds to interviews with some legendary figures in the fandom, such as Thibby, Smash, Uncle Kage, 2Gryphon, Daisuke, and Giza.

For me personally, this was a nostalgic trip that brought up quite a few memories of my online interactions with furies and artists. As Thibby explains, he comes from the Sonic fandom (as do I), and just hearing the names of people I have known about for a long time and actually hearing them speak candidly about the fandom and their beginnings was fascinating.



I found Uncle Kage's explanation of his beginnings rather interesting, and I have a different opinion of him now. I was also impressed with what 2Gryphon said about his start in the fandom. This was quite intriguing to me as he is a comedian in the fandom, which I didn't even know was a possibility.

The documentary follows on from the beginnings to focus to how the interviewees feel about being part of the fandom, and especially how furry integrates into people's lives. It is a key insight into the life of the average furry that blows away the misconceptions that have been created by the media. This is important, because often furies get dismissed as

being deviant- a term usually used in the negative sense. It also sheds light on the fact that most of the people behind the fursonas are generally well-educated, smart, and highly creative. In common with many lay and journalistic pieces about the fandom, the message is still central: a sense of belonging, like being in a family: a concept that has been

hard to grasp by myself until recently. It also dispels a commonly-held belief that furry is an "obsession", especially when Uncle Kage explicitly states that during business hours "my mind belongs to chemistry". Similarly, this view is also echoed by 2Gryphon.



HIGHLY RECOMMENDED

⇒ Beautifully filmed, excellent cinematography, and a honest-to-goodness true story of what really goes on in the fandom at large.

⇒ Risher tells a convincing story, and introduces the fandom in a very proper and fitting way

FURRIES - A DOCUMENTARY BY ERIC RISHER

Truly the human side of being furry

Release Date: 2015

Directed by: Eric Risher

Cinematographer: Andrew Southworth

Featuring:

Skookum

Mystee

Neala

Luca

TJ

Dr Kathy Gerbasi

Dr Courtney Plante

Running Time: 33:00

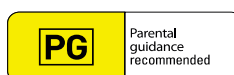
Availability:

<https://vimeo.com/ondemand/furries>

THIS DOCUMENTARY TAKES ITS CUE FROM

the Curt Pehrson documentary and starts out in a similar way, with footage from the street outside a furry conference; leading into actual footage at the event. Two forewords are given by well-known psychologists, Dr. Kathy Gerbasi and Dr. Courtney Plante.

Thereafter it gets into in-depth interviews with several furies,



in a different manner than the Pehrson documentary.

A lot of emphasis with each interviewee is to find out why the person chose their fursona, what their fursona represents and how that fursona came about, along with a brief bit of personal history- how they found the fandom, at what stage of their lives it occurred, and what the circumstances were at discovery. This makes for some really interesting perspective, especially when you consider their childhood. Never before has anyone actually asked those kinds of questions, ones that give us a very clear

idea of why we have so much in common in the fandom. One thing that resonates with me is when the interviewee Mystee spoke about what people say when they visit her home, with regards to her like of squirrels. In my case this is "Ah, you really like Sonic and anthro animals". The furs interviewed were Skookum, TJ, Mystee, Neala, and Luca.

The interviews are done in a way that shows the interviewees in a normal setting, i.e. at home, doing everyday things, to add emphasis to the fact that they lead normal lives like everyone else, smashing that

PROBABLY THE BEST INTRO TO THE FANDOM THAT CAN BE FOUND AT THIS TIME

stereotype that still persists that furies are “crazy people”. In some cases, their current partners are also interviewed for their perspective on their partner being a furry and part of the fandom.

The documentary then moves onto the somewhat awkward issue of furmeets, and a typical scenario is presented where TJ went to a furmeet at a zoo (his first furmeet). This again illustrates how everyday and outright “normal” things are as one would expect in any similar social setting. Focus then shifts rather abruptly to a smaller convention (Morphicon 9), and TJ and some attendees are interviewed again—asked questions as to how the wound up in the fandom. (I won’t spoil the surprise, but you will be amazed at what is revealed there).

The documentary also tackles a very low point in the history of the fandom, specifically the Vanity Fair article from 2001. Because most of us have not seen it in print (the online version is still available, but seems to have been edited somewhat in that most of what was found offensive to furies has been deleted), this documentary is useful in giving us who haven’t seen the actual print article the ability to reflect on what a damaging piece of media that was. From the layout (as if written for an issue of Cosmopolitan), it was full-on shock value; media sensationalism to shock and nauseate, and I still think very misguided. Directly after this, the documentary also addresses other negative and disparaging TV series: CSI, American Dad, Entourage, and ER; and then describes what feelings the episodes in question evoked in

the community. For the first time, we have a documentary that tackles the issue of sexuality, specifically “yiff”, head-on, and why it has a place in the fandom. It builds on what Uncle Kage said in the Pehrson documentary, and expands to give an honest and factual look at what yiff means to most furies.

This is probably the best introduction to the fandom that can be found at this time. It is the sort of introductory documentary that should be shown to all newcomers to the fandom, right at the point where they reach out to others in the fandom for the first time. For those of you who are parents of children of all ages, please, I cannot stress enough that you watch this documentary. It’s really enlightening.



FURSONAS

A rather controversial and biased look at the fandom



Release Date: 10 May 2016

Directed by: Dominic Rodriguez

Featuring:

Samuel “Uncle Kage” Conway

Gary Matthews

Dominic Rodriguez

Running Time: 1h 21m

Availability:

<https://vimeo.com/ondemand/fursonas>

Website: <http://www.fursonasdoc.com/>

THIS, THE LONGEST OF THE THREE documentaries, starts off rather unexpectedly with an interview of a furry, later revealed to be Boomer. It then rapidly switches to an interview Uncle Kage gave to the media in Pittsburgh. Right from the start I felt that this documentary was a bit disjointed, but it seemed to pick up the pace after a bit of a shaky introductory phase.

Once it gets going, it does become somewhat interesting. Several furs are interviewed; not in the traditional sense, but rather in a short segment of them explaining their situation. This is similar to what the Risher documentary did, but not nearly as in-depth as one would think initially, and it then moves on to them doing fun things in a fursuit.

A lot of this documentary centers on segments of the day in the life of several furs. There is a bit of a break with a segment of a speech given by Uncle Kage in several places, and then it returns again to the furs chosen to

SLINGS MUD AT CERTAIN CONTROVERSIAL PEOPLE AND SHOWS BIAS!

be interviewed.

It is clear that the Risher documentary definitely influenced this documentary, as focus is given to how "normal" furries live at home. I do feel that this is done in a somewhat unflattering light, as a lot of the interviewees were probably interviewed at their worst.

Besides this, this documentary does have one thing going for it: it examines the relationships of furs at a personal level. For example, we get to meet the partners of some of these furries. This is something I had never personally appreciated in the past, but I do now.

As in the Risher documentary, there is mention of media portrayal, and the actual relationship that furries have with the media at large. What I did find interesting is that it clearly shows what happens and how the media is dealt with at Anthrocon. The opinions expressed also tie in with what many believe about the media, that it handles much of the news very poorly. What is very cool here is also a string of segments of Uncle Kage explaining how to handle the media, reporters, stupid questions and when stereotypes are brought up. Unfortunately, that's where all positive things said in this documentary about Dr. Samuel Conway come to an end.

The aspect of sex is also handled very

transparently and without restraint or sugarcoating. An interview is given with Varka² (owner of the websites e621, Bad-Dragon and FurryNation), and at this point, the content is pretty graphic and not safe for work; especially where Varka demonstrates his products. This is the reason that I am attaching a R18 rating to this documentary, and I feel that this was overlooked when the documentary was rated. Also, the language towards the end of the documentary becomes fouler, leading me to think that this production started off okay, and in the end became the product of some kind of vendetta against Anthrocon, and by

Phil show and the controversy storm that it caused on FurAffinity, in addition to the interviewees expressing how they felt about it. The documentary makes the argument of acceptance versus tolerance, and why this is important.

What I don't like in this documentary is the mud-slinging against certain members of the fandom, and it is for this reason I rate this documentary as not recommended for sensitive viewers at any level. I understand that the director wanted to give a true account of how life is in the fandom, but this didn't score any points, at least not with me.

The documentary went very far south towards the end, being of a standard that I would rate as barely watchable, as it became an almost personal slag-fest against Uncle Kage

The documentary went very far south towards the end, being of a standard that I would rate as barely watchable, as it became an almost personal slag-fest against Uncle Kage.

Overall I found this documentary to be very jagged and very rough around the edges and certainly explicit; only somewhat in the sexual sense, but more in expressing beliefs about the fandom and the politics. The focus changes make it hard to follow at times, and I believe you'd probably have to end up watching it several times to get an idea of what is actually going on, if the end bit didn't put you off completely.

proxy, Uncle Kage.

What we can also take away from this documentary is how to deal with extreme individuals in the fandom. A lot of reference is made to Boomer appearing on the Dr.

² <http://en.wikifur.com/wiki/Varka>



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... That you never have to worry about snagging a table at that fancy restaurant around the corner. Your chest is as good a place as any to enjoy a delicious meal!



...That you otter be familiar with every otter pun, and if you're not, you will be!

CONFUZZLED '17 IN PICTURES

LAST YEAR was a special event: the 10th anniversary of Confuzzled, the UK's largest annual furry convention. Some stunning photography was taken at this event, far exceeding that of the previous event in 2016. This is what the organization had to say about this special milestone event:

"For this special 10 years of ConFuzzled, we once again threw out the rulebook of conventional boring photoshoot backgrounds. In a move that gave our finance ferrets heart attacks, we came up with the best background of all... YOU! That's right; we cloned you over and over again live as the background. This year, the photoshoot team, Malamutt and EZ Wolf had the help of some awesome volunteers who stepped in and really helped in making the experience so much more awesome! A huge thanks goes out to Jake 'Fur-YetUnnammed' and Danny Wolf. Huge thanks go out to the ConFuzzled technical team who pulled miracles with our blown projector. They managed to find a replacement and get it to us the same day. Without them, there would have been only half the photos."



Photography Credits: Clive Ewers, Shuttleleu







Retro Furry

21-22 JANUARY 1989, Holiday Inn, Bristol Plaza, Costa Mesa, CA, USA

ATTENDANCE: 65

TYPE: PROTOTYPE CONFERENCE / DRY RUN ATTENDANCE FEE: \$10

Retro Furry is a new column in Furry Times where we go back in time to the beginning of the furry fandom.

In this edition, our tireless ferrets have stumbled upon what is probably a hand-drawn poster for the first CONFERENCE, held on the 21st and 22nd of January 1989, as well as a flyer for the event.



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GAME REVIEW



In recent years, the Sonic The Hedgehog franchise has not been doing very well. Some of the recent games have been so bad they've been withdrawn (Sonic Unleashed, Sonic '06) and this has left SEGA grappling for survival in an industry that moves quickly and where reputation matters.

Recently, SEGA, specifically Sonic Team (the division responsible for development of most of the Sonic the Hedgehog titles) has begun to actually LISTEN to their many thousands of fans worldwide. This was apparent with well-received games such as Sonic Generations and Sonic Mania, but a new game, released late last year (November 2017), is probably the best they've done to date.



NO COMPROMISE - Dr Eggman goes all out with old villains from many aeons ago

Make no mistake, SEGA, and with it, Sonic Team, are in deep trouble. They've badly neglected their most iconic mascot, and have left fans pretty much in the lurch. So it was with some trepidation that I learned about Sonic Forces and purchased a copy upon release.

One of the things about Forces that piqued my interest was the fact that it has a customizable character known as AVATAR. This is a first for the Sonic franchise, although long overdue. In fact, this has probably been the most requested feature over the years, with fans as far back as 2001 creating their own custom characters for fan fiction and the like. So with that in mind, my thoughts were that the game was at least worth a serious look.

Concept and Story

Sonic Forces is probably the most serious of the Sonic games released to date. The

story feels to me as if it is a follow up to Sonic Adventure 2 (i.e. the much requested Sonic Adventure 3) specifically because some (not all) characters from those games reprise their roles, as do other villains from Sonic Lost World (Zavok).

A more serious story, characters from SA1, SA2, Sonic Heroes, and other games, combined with a custom character, is the gist of Sonic Forces. Because of the story revolving around a resistance theme in a somewhat apocalyptic setting, the Avatar is quite an essential part of the storyline.

The game is a graphics powerhouse, requiring a far beefier graphics card than one could get away with for GTA V, so do not expect to run this game smoothly on older hardware. In fact I had to spend quite a bit to upgrade my system to get this game to run satisfactorily. Aside from annoying bugs (mostly on startup), it is very playable, and is eye candy from the get go.

Positives

The game has a lot going for it. The soundtrack is just as good as that of Sonic Adventure 2, which is long overdue. In fact, for the soundtrack alone I'd rate the game highly, as it's punchy and right to the point, the same formula that was followed with Sonic Adventure 2. Although the resident Sonic band Crush 40 are absent for this game, there is no lack of talent, with stellar vocals by artists such as Jon Underdown, Madeline Wood, Douglass Robb and of course the perfect performance of the London Symphonic Orchestra.

The story, in spite of indifferent reviews by serious games reviewers, is a lot better than I expected, and fits well with where Sonic Adventure 2 left off. It is a passable concept and storyline, far better and engaging than any of the other recent games. The avatar is quite popular with the furry fandom, and hence I felt a solid review was



justified.

In terms of graphics, the game is pure eye candy, within the limits of level design. The characters and scenes exhibit amazing levels of detail, which is all subject to available raw graphics processing power and CPU performance.

Negatives

The game is a GPU hog, as you would expect with characters being rendered with things like textured gloves- levels of detail not seen before in a Sonic game. The game is optimized mainly for Nvidia GPUs, with the GTX1080 being absolute minimum for acceptable performance, teamed with a CORE i5 processor. This point makes a valid argument for money to be spent on a new console, or a desktop PC. Had the Nintendo Switch had better titles, I would have bought one instead of spending on a desktop PC upgrade.

The graphics resolution settings are problematic. I have had issues where it would not run, unless I erased the initialization file and set it up again from scratch. Initially there were reports of related bugs which were patched shortly after release, but the configuration file needs to be addressed.

The game level design is limited, and this is due to the lack of level designers work-

ing on the project. In the past, arguably with Naka's leadership, this was passable, but without him, it is clear that the level design is somewhat lacking and often does not fit with what made Sonic games so awesome.

One point I will make is that the game is way too easy. The game features two modes (i.e. for veteran players and for those players new to Sonic games). Even with it set to "veteran" mode I find the levels rather unchallenging, and the boss fights a bit on the easy side, much easier than Sonic Generations.

Conclusion

I think Sonic Forces is a fairly decent title, and would do well by most Sonic fans. The Avatar feature is cool, probably the most redeeming feature of the game. It is also an easy entry title for newer fans of the franchise.

PLATFORMS

Windows PC
Nintendo Switch
XBOX One
PlayStation 4

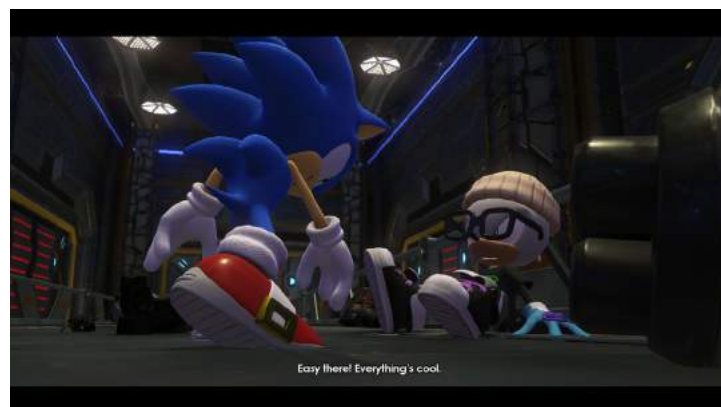
RELEASE

November 7 2017

LEFT- The reintroduction of the space theme
BOTTOM LEFT - The chemical plant-esque level

BELOW - This is an unfortunate example of lack of level design, compared to Sonic Adventure 2; the space scenery in that game was superior

BOTTOM RIGHT - Sonic meets the avatar, as customized by me



MODE

Single-player with online features

OFFICIAL WEBSITE

<https://www.sonicthehedgehog.com/sonic-forces>

IGN REVIEW

<http://www.ign.com/articles/2017/11/11/sonic-forces-review>

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